Foundations of Rome - Coop Rules Summary *(v2)*

Setup *(for Will of the Consul coop module for 2-4 players)*:

1. Set the main city grid board in the center. The Consul does not count as a "player" so choose the grid size based on the number of human players:
   - Small grid size for 2-3 human players.
   - Large grid size for 4 human players.
   - Note: For 2 & 4 player games, ignore the bottom row and rightmost column
     - *Perhaps even cover them with a strip of paper.*
2. Set the points tracker board next to the city grid board.
3. Each player takes one player tray indicating their color plus sets their color markers at 5 VP (Victory Points) and above the Population (residential) track (ie, 0 population).
4. Assign the Consul a color not yet used and put their marker at 5 VP and above the Population track (ie, 0 population).
5. Give one player the first player marker (owner decides)
   - Give that player the Consul card (PLANNING side up).
     - They control the Consul's turn AFTER taking their own turn.
6. Give human players coins (up to player count):
   - 5 coins to the first player
   - 6 to the 2nd player
   - 7 to the 3rd player
   - 8 to the 4th player
   - Note: The Consul does not use coins during the game.
7. Place the Deeds for Sale board above the main board.
8. Shuffle the Deed cards that will be used:
   - 4 human players: remove all J and all 10 cards
   - 3 human players: also remove all I and all 9 cards
   - 2 human players: also remove all H and all 8 cards
9. Deal 6 Deed cards to each human player
   - They own these plots of land (lots).
   - Players put a lot marker on the main game board grid for each lot that they own.
     - They should have two markers left.
   - Players keep their Deed cards face down in front of them.
     - The cards are not used during the game, other than to verify / confirm what lots each player owns.
10. Choose a difficulty level:
    - **Standard**: Consul starts with 0 Deed cards.
    - **Hard**: Consul starts with 2 random Deed cards.
      - Place a building token on each (if adjacent place size 2)
    - **Challenge**: Consul starts with 4 random Deed cards.
      - Place a building token on each (if adjacent place largest possible building size token)
11. Split the remaining Deed cards into 3 "equal" piles and set one pile of cards in each of the "Era" spaces.
12. Deal 6 face up cards from Era 1 to the Deeds for Sale board.
13. Shuffle each group of Consul building tokens (1, 2, 3, and 4 size) and place face down in 4 piles (1 pile for each size).

Gameplay:
Going clockwise, each player takes 1 action on their turn.

Available Actions for Human Players *(choose 1)*:

- **Take Income** *(get more coins)*
  - Get 5 coins PLUS the coins shown on buildings you placed.
  - Do NOT get the indicated VP (that is only at Era's end).
- **Buy a Deed** *(and place your marker on it)*
  - Pay the cost noted above the card with your coins
    - Note: for every 2 coins on building tokens in play for the Consul, the minimum deed price goes up by 1. Place reminder added cost coins on the Deeds for Sale board.
  - Slide all other Deed cards left to fill in the gap
  - Deal a new card to the space on the right
  - Place your marker on that spot on the main grid board
    - If you have no markers, you may not buy a deed.
  - If there are no more Deed cards the end of the Era starts.
    - All human players take one more turn.
- **Construct one Building** *(at no cost)*
  - Place a building from your player tray onto the main board
    - You must own all the lots it covers
  - You may upgrade a building with a larger building
    - Can upgrade several smaller buildings if the larger building overlaps each of them.
    - Previous building(s) return to your player tray.
    - Place a marker on any of the lots no longer covered by a building (if you do not have the markers you cannot do this upgrade)
  - If Residential (person icon) adjust population marker.
    - If removing it later, adjust the population back down.
- **Consul's Turn** *(after the player who is controlling it)*:
  - If there are no Deed cards, the Consul does not get a turn.
  - If the Consul card is PLANNING side up, flip it to READY.
    - The Consul takes no actions on this turn (only planning).
  - If the Consul card already was READY side up, take these actions (they are ready for these actions every other turn):
    - Take the leftmost Deed card (slide other Deed cards as usual and draw a new Deed card for the rightmost spot).
    - Place a building token on that spot (largest if adjacent to prior buildings). Adjust population/coins if applicable.
      - Any removed smaller building tokens go into a discard building tiles pile for its size tile.
        - If a building size set of tiles runs out, shuffle and reuse discarded building tiles of that size.
        - If there are no more of the needed building size tokens (and none in its size discard pile), the Consul does not take the Deed card and **gets 7 VP instead**.
      - If any Consul lots are empty after a building upgrade, place the largest possible building token on empty lots.
    - Set the Consul's Deed card aside in a Consul discard pile.
    - Flip the Consul card over to the PLANNING side up (they skip their next turn while they are planning).

End of Era:
When there are no more cards in the Deeds for Sale spaces all human players get one final turn for that era. Then do scoring:

Era Scoring:

- **Population** (beige color Residence buildings)
  - Players (including the Consul) with the highest population get the bonus points
    - 4 bonus points for Era 1
    - 7 bonus points for Era 2
    - 10 bonus points for Era 3
  - Each other player (or Consul) gets negative points equal to the difference of their population and the highest population.
    - If you are not on the population track, you are at 0.

- **Civic Buildings** (light gray color buildings and equivalent Consul buildings)
  - The snap in tile on the building (and matching tray info) specifies how to score these buildings. The slash (/) means victory points **"per"** <u>adjacent</u> building or total coins/people on <u>adjacent</u> buildings (belonging to anyone, including the Consul), for example:
    - 2 VP per coins on adjacent buildings, example:
      - adjacent buildings with total of 5 coins awards 10 VP
      - note: you do NOT gain any coins, just the VP
    - 1 VP per 2 people on adjacent buildings, example:
      - adjacent buildings with total of 7 people awards 3 VP
    - 1 VP per people on adjacent buildings, example:
      - all adjacent buildings have coins, so award is 0 VP
    - 1 VP per building, example:
      - 3 adjacent buildings awards 3 VP
    - 3 VP per civic building, example:
      - 1 adjacent civic building awards 3 VP

- **Commerce Buildings** (dark olive color buildings with coin icon and equivalent Consul buildings)
  - The tray info for each building specifies how many VP and coins the building awards you (you get both VP and coins).
    - The Consul does not collect coins, only the indicated VP.
    - In Era 3, instead of getting both VP and coins, human players only get VP (the number of coins converts to VP)

After scoring Era 1 and 2, pass the Consul card clockwise to the next player (who then controls the card AFTER they take their turn - the card stays with the current side facing up), then draw 6 Deed cards from the next Era. Continue play with the player after the player who took the last turn.

End Game Scoring:
Score for the end of Era 3 <u>as usual</u>, but with two changes:
- Human players and Consul collect VP for any coins that would have been awarded from commerce buildings (get VP for both the VP and the coins).
- Score 1 VP for each lot on the board with no building.
- Excess coins do not score any VP.

Game End:
The Consul wins if their VP score is higher than any player.

Official Option: Deed Drafting (for a less random start)
Deal the initial 6 deed cards facedown to each player. Each player chooses 1 card to keep and passes the rest to the player on their left. Players reveal the card they kept faceup in front of them and place their color marker on the grid to show they own that lot. Do this six times so each player ends with 6 cards.

Optional Expansions: Monuments (use Hard or Challenge difficulty level)

Gameplay Change for Will of the Consul coop module:
- The Consul does not count as a "player" (but it does use one of the five colors for its VP and population markers).
- As the Consul places Commercial buildings (with a coin), the minimum cost for new Deed cards increases. The total amount of coins on Consul buildings divided by 2 (rounded down) is the increase in minimum Deed cost.
  - Note: if one of these buildings is upgraded to a building without a coin, recalculate the minimum Deed cost
- The population scoring also has changed.
- The Consul does nothing during the final "free" turn each human player gets (just skip its turn).
- The Consul card does not flip as it is passed to the next player to control at the end of an Era (it stays just as it is).